

M 5.4, 124 km N of Basco, Philippines

Origin Time: 2021-02-04 08:14:02 UTC (Thu 16:14:02 local)

Location: 21.5717° N 121.9269° E Depth: 10.0 km

Created: 4 weeks, 0 days after earthquake

Estimated Fatalities

Green alert for shaking-related fatalities and economic losses. There is a low likelihood of casualties and damage.

Estimated Economic Losses

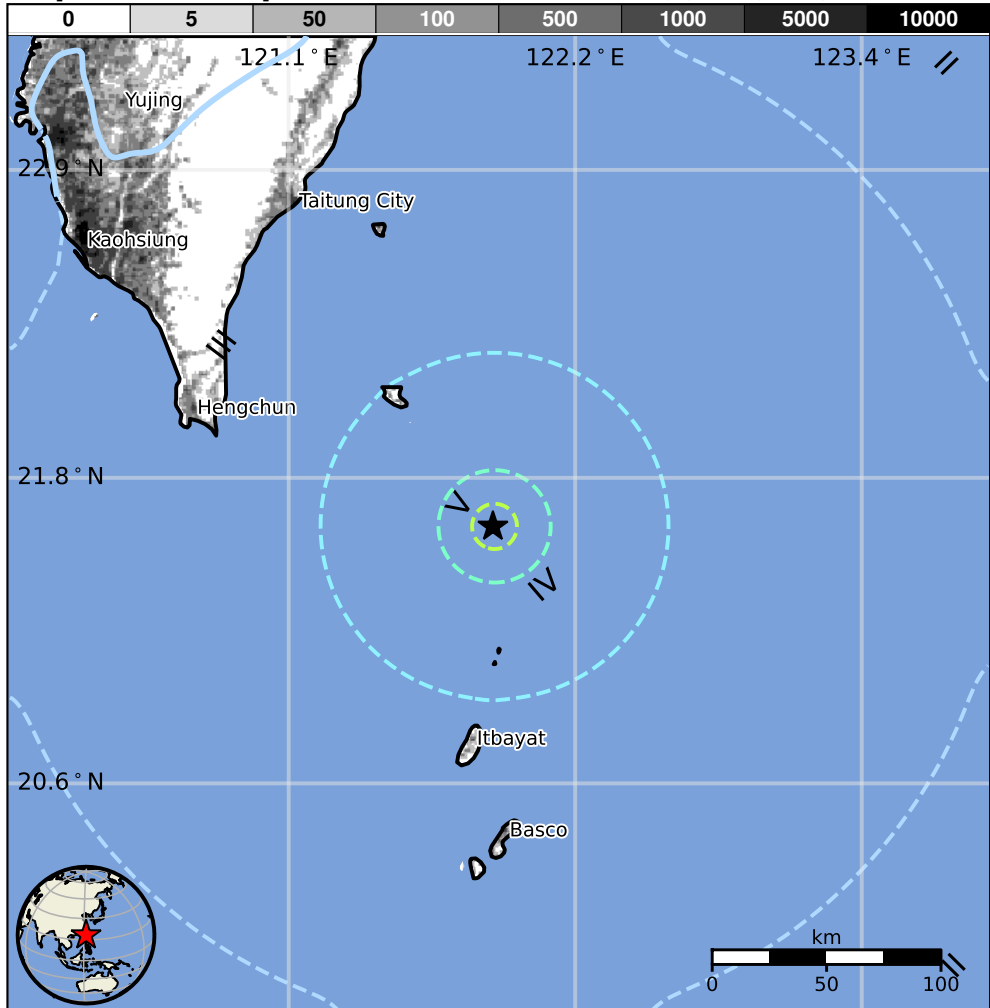


Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		—*	5,778k	6k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

*Estimated exposure only includes population within the map area.

Population Exposure



Structures

Overall, the population in this region resides in structures that are a mix of vulnerable and earthquake resistant construction. The predominant vulnerable building types are unknown/miscellaneous types and heavy wood frame construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
1994-09-16	348	6.7	V(2,387k)	5
2000-05-17	301	5.4	VI(3k)	3
1999-09-20	265	7.6	IX(1,778k)	2k

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
IV	Itbayat	<1k
III	Hengchun	31k
III	Basco	7k
III	Mahatao	<1k
III	Sabtang	<1k
III	Taitung City	110k
III	Taitung	<1k
III	Ivana	<1k
III	Kaohsiung	1,520k
III	Tainan	771k
II	Yujing	17k

PAGER content is automatically generated, and only considers losses due to structural damage.

Limitations of input data, shaking estimates, and loss models may add uncertainty.

<https://earthquake.usgs.gov/earthquakes/eventpage/us6000dedv#pager>

bold cities appear on map.

(k = x1000)

Event ID: us6000dedv